SHEPARD QUEST

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Ah, another version of the Mass Effect universe, where The Shepard uses their incredible combat skills and charisma to - wait, what was that about starting a technology company? Military procurement contracts? Publishing research papers and doing interviews?

Rebecca “Revy” Shepard has the technological brilliance of Tony Stark, built a powered armor in a cave with a box of scraps, became the Hero of Mindor, and then entered the military-industrial complex. And she did that all before she turned 17.

The latest thread of the quest is found here.

You have **+1000 Citadel Points** to augment and equip yourself before beginning.

Prologue

Origins

Select one

Scientist

As a scientist, you are primarily focused on researching and developing new technologies for your employers. Unless, like Revy, you’re self-employed.

Agent

As an agent, you prioritize the collection and distribution of information. Politics and spy games are more your speed.

Demographics

Species

One species can be chosen from the following list, each with their own upsides and downsides:

- Human
- Asari
- Turian
- Salarian
- Krogan
- Elcor
- Hanar
- Quarian

Age & Gender

Age can be picked from any appropriate for your species. Keep in mind that being too young may result in you being looked down on.

Gender can be picked from any appropriate for your species.

Native vs. Drop-In

You may either be a Native, with a history in this world and memories of that history, or a Drop-In, with no real presence in the world and just enough paperwork to not appear suspicious. (Which is a surprising amount, considering the level of bureaucracy involved here. You get a copy yourself to review.)

Space & Time

You may start on any planet colonized by your species, your species' home, the Citadel, or Mindor. You start as you wake up, in whatever accommodations you have.

Your starting time is June 15, 2170. This two weeks after the Batarian raid on Mindor, and when Revy founds her company Paragon Industries. By default, you go until June 14, 2180.

Perks

Perks in the subsection associated with each Origin are discounted by half for party members of that Origin. 100 CP perks discount to free.

Undiscounted

Budgets, Spreadsheets, and Plans (free)

Well, at least you can get a job in accounting. You can do pretty much any part of the vast task that is accounting, ranging from payroll to loans to payments to literally everything handled in the accounting department of an interstellar business.

And that's not all. You can make a fairly accurate budget, juggle hundreds of numbers in your head without dropping or swapping a single digit, write a good business plan, develop negotiation and bidding strategies, interview someone and make a useful evaluation, and never make mistakes when typing or making inputs to machines.

These skills will be updated with local equivalents during your future travels.

Psi-Shielded (free)

Between Prothean psychometry, Asari Melding, Leviathan mind-control, and then the artificial versions of those, there are quite a few methods of reading and writing to what is supposed to be private - the inside of your skull. This is your response to those: a mental firewall that blocks any attempt to manipulate your thoughts beyond normal communication, and that blanks out any attempt to read your mind. It also blocks out other sorts of mind control, like body-hijacking, possession, and so on.

You can turn the firewall down a bit, but this does not work if you're being coerced and uses least privilege. This will generally be as specific and time-limited as it can be. You can open up general telepathic communications access, or just for specific people. You can open up some of your memories (like anything that won't reveal the jumpchain) or all of them, or just specific ones.

Peak <Species> (free)

Revy doesn't just make power armor in a cave with a box of scraps; she is a general-purpose genius able to design cybernetic and genetic augmentations. And now you can carry

the benefits of any genetic or cybernetics you receive forward, keeping them across different alt-forms.

Once you choose to apply a given upgrade to a given alt-form, you can't revoke that via this perk. Also, you can only decide to apply upgrades between jumps (which can let you apply the upgrades to a form you're about to get) or if you've just been through a period of time where you could have actually had the upgrade proceedure and recovery done. (So being trapped in the wilderness or getting into fights are things that obviously prevent you from going under the knife.)

Note that cybernetics will still be present in all forms, though shaped and scaled properly. They will be as subtle or obvious as the original. They will be equally as safe for you to use and have regardless of which form you are using.

Badass Bookworm (free/200 CP)

Look, you're going into Mass Effect. You need to know how to fight because war isn't going to just avoid you.

For free, your skills are about that of a good infantry trooper. Clearing rooms, not panicking, turning corners, shooting people, not getting hit, running tactical trees, and using your biotics (if present) and technology effectively. This isn't enough quality to get you onto the video-game-continuity Normandy Squad, but you'll certainly be an exceptional soldier if you're not surrounded by the most badass of badasses.

For 200 CP, you're very good. If you're human most N-rated people will assume you're N7. If Salarian, clearly STG. Top-tier combat skills and well rounded. Extremely dangerous when armed and armored, dangerous when unarmed and unrestrained. And so on for whatever your group's elite-of-elite is. This is enough for you to be at the same badass level as the video-game-continuity Normandy Squad.

Regardless of the level, this also gives you an appropriate level of fitness for your level of badassness.

Speciality (first free, 100 CP)

May be purchased multiple times

Most scientists specialize in something. Even Renaissance woman Revy has areas where she's better at working, like her understanding of energy. But you need to know stuff to actually specialize in it.

The first purchase gives you, in quest terms, four B-rank "specialities." On later purchases you can get four new B-ranks, upgrade four B-ranks you already have to A-rank, or something in between.

B-rank means you're considered an expert in the field, capable of keeping up with any research easily and possessing a good understanding of every broad subfield in the field along with deeper knowledge on some smaller subfields within the main field. This is the minimum needed to be a named character if you're being a scientist.

A-rank, on the other hand, means that you're as good as Conrad Verner as with his mass effect knowledge and black hole guns, or Mordin Solus and his biology and genophage cure. You are clearly a step past most experts.

The list of specialities is in the notes. These will update with each new world you arrive in, adding the local equivalents of knowledge.

Biotic (100 CP)

You have nodules of eezo distributed throughout your body. By applying current to them, in complex patterns, you can manipulate gravity and mass in and around yourself.

The first two arts usually taught, which you'll learn as soon as you've had an amp installed, are "Agility" and "Stability." These make you lighter and faster, and heavier and tougher, respectively.

Biotic adepts can create barriers that block shots, toss around vehicles, lock enemies in place, create powerful gravity wells, and plenty of other effects.

True Adept (100 CP Add.)

For biotics who can use their abilities from childhood, they can control their powers like additional limbs. This gives you finer control over your biotics - you could paint by telekinetically moving paintbrushes around - and also makes you learn and improve biotic powers twice as fast as otherwise. This also applies not only to eezo biotics, but to any form of “magic” including psychic powers.

Taking this also means you have already been tutored in a broad manner, meaning you can perform every known biotic art at a combat-usable manner (if they have combat applications), with five arts being held to a higher standard. (In ME1 terms, these would be the Rank 7 “Advanced” versions.)

Jacked Up (300 CP Add.)

Compared to normal biotics, you are built different.

First, your higher eezo mass means that your biotic arts have bigger numbers. You can lift more with telekinesis, make stronger barriers, trap people longer with stasis, and so on.

Extending from that is your endurance, which is vastly higher as well. You can maintain a barrier capable of blocking rockets for hours, with barely any attention, or you can maintain a barrier with the strength to block bullets indefinitely with no attention (or omnipresent blue glow,) even while asleep. And not only do you have the stamina, but the harm done to your body by excessive usage is at most something that can be mitigated by eating more.

Also, you can just keep doing biotics with no pause. This isn’t just endurance, but meaning you can just chain arts back-to-back with no delay. You can even throw around biotic attacks without your barriers even flickering from interference.

These apply not only to eezo biotics, but to any form of “magic” including psychic powers.

Scientist

Thesis-As-Omake (100 CP)

Science papers can be dense and uninformative if done wrong. Fortunately for you, you understand how to communicate complex concepts in a clear and concise manner.

In addition, you also understand how to cite, format, and submit papers to any journals present in the world around you.

The Omakes Are Hard Math (200 CP)

For some people, complex math, science, and engineering problems are stressful and frustrating. Not so for you. For you, exercising your intellectual muscles is deeply satisfying. Think a runner’s high, but for using your brain instead.

In addition, you can maintain your mental focus for several times as long on a topic as before.

Giant Robots With Chainsaw Katanas! (200 CP)

Making a biotic mecha would be difficult for other people. For you, it’s no more difficult than making the mecha. And Mass Effect aside, you can pull the same thing with other kinds of powers, developing methods for people with other types of powers to use them through mecha no problem.

Modular Designing (200 CP)

A modular ship sounds great. You can swap out reactors, engines, weapons, life-support, and other components in much less time than normal. And thus you are granted the understanding of how to design things to be modular and flexible in configuration, which can apply to pretty much anything.

But that flexibility comes with trade-offs like strength, module size, weight, and other aspects. You understand those as well, meaning you can decide when modularity is worth it.

Additive RP (400 CP)

As more and more people get involved in a project, the harder it is to keep everyone on the same page. Except when it comes to your organizations, it seems.

If you bring someone onto a project that's ongoing, they'll immediately be able to contribute at full capacity just like they were there from the beginning. When multiple people are working on a project, interpersonal conflict flares up less, and redundant work decreases. Indeed, within your organizations people find it far easier to keep up with their colleagues and teammates, needing less time and energy to stay synced up. You won't find that doubled people leads to doubled progress (especially on research projects where you need each individual to study results to get the eureka moments) but you'll probably be pretty close to linear gains.

Paragon Industries (400 CP)

Paragon Industries truly deserves its name, as Revy has been not only able to innovate in any field in which she dips her toes, but she also forces everyone else to adapt and change their own perspectives.

You too are a source of change, with your developments and innovation causing change in your allies and enemies alike. But you have some level of control over this effect. As long as you are aware of the faction in question, you can control how much philosophical and technological change you cause in them, anywhere from zero to several times the normal amount.

Revy the Magic Research Fairy (400 CP)

Yes, as a scientist you might be brilliant beyond measure. But you can't do everything yourself, but that's what hiring other people is for. And what boosting their efforts is for.

You effectively have a supply of nonphysical "magic research dust" representing your ability to boost other people's R&D efforts. This is based on your own skill, intelligence, and knowledge. If most of your scientific knowledge comes from a single purchase of the "Specialty" perk, you could make a midsized laboratory complex get results in under half the time. With "Stark Genius," you could take three massive laboratory campuses and double their rate of results.

You can only spread your magic research dust on projects or groups that you're aware of and in contact with.

I Can Feel The Military-Industrial Complex Overtaking Me (400 CP)

You are an arms merchant writ large.

First, you are authorized to sell weapons to both "the government" and some PMCs by at least one government in any world. This will probably be your own home nation and its PMCs, but might also be allies, trade partners, and potentially even enemy factions in sufficiently chaotic settings.

Second, you have a keen understanding of what militaries and soldiers actually need. Or if you don't, you can easily find out. You won't be trying to market solutions in search of problems, you're marketing solutions to actual problems. This also means you understand how to make reliable gear that won't turn into maintenance hogs after a week in the field.

Also included is how to market things to military groups.

Third, you understand how to set up infrastructure - resource extraction, processing, production, and distribution systems so you could do everything under one company. You understand how to effectively grow your infrastructure, making sure nothing chokes up when you scale up.

Stark Genius (600 CP)

You now possess the same power as the Shepard, that of being smart. Of being unbelievably smart.

You can now science on another level compared to before. You occasionally process what others might consider entire fields of study as “obvious facts.” Preconceived notions from others about “that’s not possible” don’t mean anything to you. You’re a polymath and renaissance woman (or man) capable of using knowledge from different fields, from abstract high-level and nitty-gritty low-level views of a problem, and from rarified theory and rough, empirical practice. And you’re capable of doing that all at the same time, and working dozens of times faster than before. What would take a team of a dozen experts a year and many arguments and headaches to do, you can do in a few months alone.

You also have a rough understanding of the theory behind a variety of MCU-inspired technologies, like repulsors, arc reactors, and more. It’s enough to make sure that with time and effort you can make functional versions of all the technology.

Agent

The Littlest Infiltrator (100 CP)

The tradecraft of spying involves a bunch of different skills, ranging from the dramatized infiltration to the drudgery of cross-referencing & intel analysis.

In politics, the dramatic end has debating & oration, while the boring end has legal analysis & review.

You are proficient in three of the fields from either career. So, for example, “hacking,” “cross-referencing & intel analysis,” and “interrogation.”

This may be purchased multiple times, with the second-and-later purchases being 100 CP for both Origins. In addition, these later purchases only provide two skills.

Can’t Bribe The Paid (200 CP)

Corporate espionage is a pain in a lot of different places. Fortunately you really don’t have to worry about it. As long as you pay people well and on time, they will be strongly loyal to you, and any attempts to bribe them for information or access will fail.

Please Do Not Lick The Arc Reactor (200 CP)

Manipulation of public opinion is ubiquitous. Fortunately, you are relatively good at it. This means you can easily counter your opponents’ PR moves, creating your own responses that will at least seriously blunt their attacks and might be usable as counterattacks.

VI Clip Dodging (200 CP)

Despite Revy being smart enough to compete favorably with massive military-industrial R&D departments by herself, she was never flagged as being super-smart. Possibly because her teachers had like sixty students each and were relying on VI assistance.

And for you, you can’t be flagged in any way as unusual, with the following exceptions: wanting to be noticed, revealing a particular form of being unusual with blatant action, or personal investigation, undertaken with at least a single individual involved throughout the entire process. This protection will protect all your different forms of being unusual separately, so even if someone realizes you’re hyperintelligent they won’t necessarily know about whatever other abilities you also have.

This applies not only to VI filtering but also things like precognition, mind-reading, “power level” sensors like Dragon Ball scouters, and so on.

Pilum-Lorica-Pilum II (400 CP)

For all the Reapers claim to be the “apex of evolution,” they certainly haven’t changed in uncounted eons, believing themselves to have no weaknesses. You have no such weakness,

easily able to spot countermeasures to your plans and technologies. When you look at the vehicles you designed, you can tell what the best approaches to destroy it are. When you ponder your plans, you understand what kind of wrenches your enemies can throw in.

Cuttlefish Hacker Tactics (400 CP)

On the modern battlefield, attempting to take control of your opponents' communications and technology can be very lucrative. Likewise, the ability to break into information systems to retrieve data is critical for espionage. And you are an expert on these battlefields.

Tactically, you can take advantage of the slightest opportunity your opponents give you, while not falling for baited openings. If someone attempts to hack you, that's an opportunity to send your own attacks down the connection the clock cycle the handshake completes.

And when it comes to infiltration, you're clean as a whistle. You don't leave traces of how you accomplished your entrance, or what you did once inside. No log file will reveal your tricks. This makes it incredibly hard for someone to change their defenses to avoid a repeat visit.

Quester Metaknowledge (400 CP)

Amazingly, Revy is managing to prepare for the Reapers without even knowing about the Reapers. And now you can pull off the same sort of feat.

Sometimes your gut feelings convey future knowledge. When you meet new people, or first hear about them and consider them, you might get a "trust/don't trust" level. Trust the young maiden, but don't trust her scheming matriarch of a mother. This operates on a sliding scale.

When it comes to your actions, you can also get gut metaknowledge. This is more likely the more causally related your actions are to major future events. This provides two axes of feedback: relative risk and likely results. Are the results of your actions likely to be good or bad, on the large scale and over the long term?

Your gut future knowledge isn't omniscient - but at minimum, imagine it has a video game trilogy, with plenty of dialogue and in-game books to provide information, along with tie-in novels and other sources of information. It could be up to several times more information, though.

These gut feelings are identifiable as coming from the future knowledge. They use your own judgement, just with more time to think, and they will adapt to what you know has actually happened, as well as what could be assumed to happen because of your butterflies by someone with the same future knowledge.

Tiny Ninja Recruitment (400 CP)

A tiny Kasumi sneaking into your lab because her father took her into work, Liara getting pushed by her mother into going to you for patronage so she acts as an intel source, a call for people with genetic disorders snagging Joker. You're very lucky when it comes to running across the people who will be important in the course of events, randomly meeting people well before events make them famous. (Time of entry permitting, of course.)

You also have the charisma and interpersonal skills needed to develop good relations with these people. No sense in making a bad first impression, right?

Black Boxing The Clock (600 CP)

The Clock created by Revy as a demonstration of her blackboxing technology is used in interviews and as a long-term puzzle by the staff. Which no one has solved yet. Your blackboxing skills are beyond even that.

Once you have obfuscated a design, the blueprints, fabrication files, and even constructed instances become useless for reverse-engineering how it functions. The only useful thing is watching phenomena outside the device itself. Even biotechnology like genetic

treatments is inscrutable. No one, not even the mightiest AI god, can crack the obfuscation. (Just be sure to secure the source files.)

As a sidenote, your blackboxing allows you to disguise the internals of your designs such that they appear as something else. A clock can be disguised as a thermometer, or a holdout pistol as a shield unit.

Companions

Fellow Researchers (100 CP for four)

May be purchased up to four times. Jumper only

You can't develop everything yourself. These Companions may be imports or creations, but they select their own Prologue options and have 600 CP to spend on purchases they desire.

Your Mom (and Dad) (100 CP)

Jumper only

Parents are important for every species. And yours are here to support you. One has the Scientist Origin, two additional free purchases of Specialty, and 800 CP for other purchases. The other has the Agent Origin, the 200 CP version of Badass Bookworm, and 800 CP for other purchases. They are one generation older than you.

Instead of being just from your existing Companions, I can grab your previous parents to continue their role.

Graduates (Fellow Researchers)

You may import as many Companions as desired, importing as various and sundry up-and-coming graduates from institutions across the galaxy. These new graduates get Budgets, Spreadsheets, and Plans, Psi-Shielded, Peak <Species>, the free version of Badass Bookworm, a single purchase of Specialty, and an Omni-tool.

"VI" Assistant (free)

This virtual assistant is most definitely a VI. A very powerful and sophisticated VI, true, but definitely not an AI. The pauses in speech output are because of data processing tasks, not an attempt to sound more naturalistic. The way you refer to them by name and gender is simply because of how much humanity loves to anthropomorphize everything and anything. This is definitely not a full AI with the capacity to learn, grow, and think. After all, that would be illegal in Citadel space without a license, right?

Stage Directions: During this line, Jump-chan repeatedly winks and air-nudges at the party, in order to indicate deceit.

Dark Matter Pet (Biotics: Jacked Up)

While most people think that the animal-shaped mass of glowing dark energy fields is this companion, that's just a projection. If that gets disrupted, they can just reform it. A separate consciousness running on pulses of dark matter between your eezo nodes, this person is your loyal, constant companion (and Companion.)

Because they are dependent on your body, they are very concerned with your well-being, and they also benefit from your mental, spiritual, and similar sorts of protections. They can cast their own biotic arts simultaneously and of equal strength with your own, though if yours is like Indigo and is cat-like, their preferred art will be ~~Claw~~ Dark Energy Shear Blade.

Items

The Jumper, Fellow Researchers, and Your Mom (And Dad) gain **+100 CP** to spend here. Items may have an existing item you already own imported into your purchases at the start of the jump, with the exception of the PI Armor. Imported items are fixed to the local form for the duration of the Jump.

Items will get respawned if destroyed, stolen, or lost, after a delay related to the size and complexity of the object. An Omni-Tool will respawn in 8 hours, while a company will respawn in a month or so at the small end.

Omni-Tool (free)

This is a standard Omni-tool, a wrist-worn multifunction device. It can provide communications, scans, translations, small-scale basic fabrication, general computation, and device interface as well as combat abilities like EWAR, combat fabrication, and energy blasts.

It has enough computing capability to run a “VI” Assistant while still running other apps at full speed.

Yours also auto-upgrades to keep up with the best Paragon Industries omni-tools.

Magi Biotic Amp (100 CP & Biotic)

You shouldn’t have this yet, since it’s not going to be developed for several years. Unlike previous biotic amps, this one consists of two parts - a fixed minimal platform that actually attaches to nerves and eezo nodes, and the module containing all the rest of the Amp stuff. This means that it’s very safe and easy to upgrade with whatever new technology you want. Yours is pre-installed with a module roughly equal to the L3s.

(I will fudge things in your favor so that when the Magi actually comes out, nobody will notice that you haven’t had the surgery yet and you can get the actual Magi amp module.)

In addition, your platform will upgrade itself so it automatically connects to whatever weird anatomy gets added to you for other weird powers, like meridians in a cultivation setting. This means you “just” need to figure out what to do with the module to get the new powers amped up.

Patents (100 CP)

Getting things patented first requires getting your ducks in a row. But this team of lawyers will not only get your ducks in a row, they’ll brush out their feathers and teach them to dance.

They’ll automatically take care of patenting anything you want patented, and will advise you on patent issues.

In addition, this will also enforce your patents for you, even in regions with no patent laws, or against people who don’t care about patent laws (like the STG, software pirates, and Reapers.) No one will be manufacturing anything without first signing a licensing agreement.

Freeman’s Free Intel (100 CP)

This group of political analysts, ex-intelligence services, and other various agent sorts are at your disposal. Either they’re attached to a company you own, or you have a retainer with their “private investigator” firm. Either way the payments are already handled.

Beyond keeping track of major events across the entire galaxy and providing relevant and insightful summaries, they also use VI programs and their own intuitions to find events relevant to you - even if “the intel suggests the Batarians might have crash-built a carrier or dreadnought in secret somewhere” might not be immediately apparent as to why you *in particular* should be concerned.

They also have the resources to launch in-person investigations of various things around the galaxy, like looking for rogue super-soldiers in the Terminus or going through a

secured-by-our-side lab. Only one expedition at a time, unless you add in more resources to grow and maintain a larger team.

PI Armor (100 CP)

Yes, what you came here for: Revy's armor designs. This gives you the latest armor available on the market from PI, regardless of whether or not you are the sort of person with the connections or employers to get it for you. This also includes an arsenal filled with every modular weapon that can be purchased (even non-PI versions, if they occupy a different niche than anything in the PI catalog.) Due to the repeated upgrades and replacements, yours will be replaced when new versions are released (and you aren't using it.)

At the end of the Jump, you get a Revy/PI-use armor that has everything included. Your arsenal will also gain all the Revy/PI-exclusive modular weapons. At this point, it can be merged with a previously-owned armor.

As a taste of what you're getting, the Mk II was developed in 2174 for Revy/PI usage, but a version was released later. It can travel from the bottom of the ocean to orbit in minutes, outrun and outmaneuver contemporary fighters, and its repulsor thrusters also double as anti-tank weapons. It can compact down into a suitcase for transport, fly by itself, or even effectively put itself on around the wearer.

It contains a multitude of integrated weapons concealed under the outer armor plates, all as powerful and versatile as possible. In addition, 20 standard modular mounts fit more-obvious firepower. A set of VIs running on the internal supercomputers give it the E-war capabilities normally found with a full battalion. The barriers, armor, and armor underlayers mean that you can be hit by pretty much anything, from getting run over by a tank to having the entire grid square flattened. For someone with 2170 military technology, their only option to handle you would be nuclear weapons or orbital bombardment.

For the pilot, it includes automated medical treatment, the usual suite of VI assistance for flight and combat support, and a piezoelectric liquid crystal layer that doubles your effective reaction time, and quintuples your strength, speed, and maneuverability. You'll need to get the full Peak Human (or the version for your species) treatment and a neural interface to get the most out of this armor though.

And again, all of the above was just a taste of what Revy should have working six years later.

PI Catalog (200 CP)

PI makes a wide variety of products, ranging from warships to omnitools to prefab modular houses to VR games. And while yes you can manufacture some of those yourself, it'd take a huge amount of work to set up and maintain the infrastructure. You'd be fresh out of luck if you wanted to play one of their MMOs later.

This gives you access to all Paragon Industries products, including discontinued items. This not only includes goods but also some services. One example is the MMO, but these also include construction services (for things ranging from a single building to an entire colony) and engineering consultancies for things like designing space fighters or refitting warships. (Which they will then happily sell you the parts for.)

Note that in-setting, this will give orders directly to PI, so your orders will require manufacturing time and resources to be available, along with researcher time for consultancies. In addition, because the orders are going to the actual PI, they may ask questions like "who are you?" and "why should we sell you large quantities of military hardware?"

Post-setting you're not ordering from them anymore, so those restrictions fall off. Either way you actually need to pay (price conversion allows you to use any type of money) and the order can show up in your warehouse or anywhere that's reasonable to have the order show up.

You will also gain a catalog for one business from each Jump on your chain besides this one. Once one has been selected, it cannot be changed.

Privately-Owned Business (200 CP)

This isn't Paragon Industries - not unless you took the scenario. Think Shifting Developments, Lucca's R&D Co, or a similar smaller outfit that generally licenses technology to larger corporations instead of manufacturing and selling it themselves.

As far as assets go, this company has a small amount of lab space and manufacturing capability - generally enough to prototype technology and make a few demonstrators. It also has a few technologies - possibly patented - based on your Specialty purchase.

It also comes with administrative, legal, and marketing support. At small business sizes the staff is competent, with nothing exceptional, but at This includes sales, marketing, and supplies. They'll be able to get you eezo, rare earth materials, and any other materials commonly used in the technologies you design without breaking the bank.

If sold, then it will become a division with you as the leader of the division, with a decent amount of indepence. At the start of the next jump, or when your parent company goes under, this will be independently owned again and under your control.

Scenario: Hero of Mindor

Congratulations, Shepard. You are the Hero of Mindor, and the founder of Paragon Industries. And it's your job to see the Reapers taken care of, and the galaxy saved. Permanently. Regardless of your exact approach, this must be the end of the Reaper Cycle. You will be staying until the job is done, or you chain-fail.

You must be Human, Native, and age 16. You get Paragon Industries, Stark Genius, Lab, and Privately-Owned Business for free, but you only get to keep them if you complete the Scenario.

There are two main approaches; the "Red Ending" where you use violence and destroy the Reapers, Starchild, and Leviathans completely, and the "Black Ending" where you use words and demonstrations to change the Starshild's mind, causing the Starchild and Reapers to shut down.

For the Red Ending, you do not need to inflict this violence personally, or through those under your control. But the technology and industry of the galaxy is not up to the task without your help.

For the Black Ending, I will simply state that it is a possibility without hacking the Starchild. If you manage to trip the conditions in the Starchild that organics and synthetics are coexisting, then it will shut down the Reapers, stop the Cycle, and shut itself down permanently. (In addition, you do need to take care of the Leviathans as well for this reward.)

Too Stupid To Live (Red Ending)

The Mass Effect universe is the way it is because of a bunch of squid too stupid to live and too powerful to die. But now in forcing their way through their power, and making them die anyways, you have created potential that I have crystalized into a perk for you.

Now, whenever someone's goals are dumb, or their strategy is dumb, it now hinders them. Their tactical, espionage, subversion, political, scientific, and economic powers crumble as they keep trying to do the dumb thing. Sleeper agents will reveal themselves in dumb and obvious ways, market manipulations fail, they leave themselves wide-open to be destroyed in battle, and so forth.

When affecting people on your "side," this will give laser-focused effects to the problematic party, stripping foolish leaders from their positions before they can bring ruin to those under them. Against others, it can either focus on the idiots or go wide-beam collateral

damage to reduce the resources of the competent leaders who will step up once all the fools have fallen.

The dumber the plans, the faster this happens. The rate is set based on a percentage of the most powerful group in a setting. This would include the Leviathans in their heyday here, the United States government in settings based on your original world, the Olympians in their settings, and so. The Leviathan's plan, an example of something stupid on every single level, would give the maximum rate of 1% of that power every three days, meaning they would completely lose all their forms of power in under a year. Less powerful people/groups would lose all of their power in less time with the same level of dumbness.

Multistage Charisma Warhead (Black Ending)

For convincing one of the dumbest AI ever to actually think, I have crystalized that feat into a powerful perk.

From zealots that refuse to consider they might be wrong to AIs with built-in mental blocks, from dense harem protagonists to out-of-touch politicians, your words can break through ignorance, denial, cognitive dissonance, mental blocks, and other such impediments to clear thinking.

This is part charisma and reading your target, and part straight-up direct mental influence. The more complex the "block," the longer it will take, with something like a programmed block that not only prevents someone from thinking of a specific thought and also prevents them noticing taking dozens of hours of conversation. (The conversation does not need to be in one chunk, nor does it need to be directly about the topic of the block. It does need to be intentional.)

Drawbacks

Drawbacks override perks and items while active. All Drawbacks affect the entire party, with the exception of Alternate Casting and Eager Puppy, which can be taken by Companions. (This has the exception of "VI" Assistant and Dark Matter Pet) If a Companion (imported with Fellow Researchers or Your Mom (And Dad)) is affected by a Drawback they get half the rewards, rounded up to the nearest 100 CP.

Build Up From Scratch (+400 CP)

Revy built herself up from making armor in a cave, with a box of scraps, to her current level of technological and economic power on her own merits.

Yes, she did have a little help at the start, and she does rely and work with others. But if she can put in the work, so can you.

First, I'm going to remove most of your prior items. Anything beyond a minor thing, or anything that wouldn't fit in this setting, will be shipped out of your warehouse to a separate location for the duration. Things like your collection of (mundane) books, a single-family house or homestead, or a small income stream is fine. Something like a megacorp, magic wand, or infinite-capacity supercomputer is not. This will temporarily unmerge items if some components fit but others don't. If you have to ask if something is too much, it probably is.

Second, your prior powers and perks will be locked away for the duration. There is an exception for mental hygiene perks, but only the mental hygiene effects.

Alternate Casting (+0 CP)

By taking this, you will replace a named character from the quest. You must have the same species and age as the original, and must purchase the perks and items representing what they had in-quest. You will be going in as a Native.

The one exception to this is Revy herself. You cannot become her through this.

Repeated Hiatus (+100/0 CP)

The +100 CP option cannot be taken with the Scenario. Can be taken multiple times.

For +100 CP, your time here is extended, along with all drawbacks and "in-jump" effects. The first time this level is taken, it's an additional five years. Each time you take this, that time doubles, so three times is 20 additional years added to your mandatory duration (or leaving in 2200.)

For +0 CP, your stay here can extend past the mandatory duration, as long as you want - and can survive. After the mandatory duration, all Drawbacks below are no longer active and just have normal effects. At any point during this period, you can just leave, either Moving On or Returning Home. If you die past the end of the mandatory duration and have nothing to stop your chain from ending, you instead Move On or Return Home.

Eager Puppy (+100 CP)

Like Conard Verner to Shepard, you now have a fanboy (or fangirl. Or fan-insert-alien-gender-reference-here.) In fact, if you take the Scenario this might be Verner.

Anyway, they really want to work with you, talk to you about every detail of their work, and are unhealthily obsessed with your praise. They also seem to have trouble recognizing, or perhaps they just don't care about, annoyance from both yourself and anyone else working around the two of you. While it might be possible to get through to them, even so their instincts will take back over eventually.

Switched Quest Masters (+100 CP)

Even with note-sharing between the QMs, when they passed the baton things changed. The time to complete projects changed, the possible research options and their meanings changed, and the possible approaches to problems changed.

And now, at least three times during the Jump, things will change like that. The timeline for completing projects will change drastically, possibilities for technology will appear and disappear, (though this will not affect any technology that has been already produced in the current cycle,) political actors change beyond the reach of normal political intelligence, and so on. If it's something that different QMs would change behind the scenes, it might change for you.

No Mind Cloning Revy (+300 CP)

You must have at least two different ways of violating the proscriptions of this drawback to take it.

So, when it comes to Jumpers, they certainly have the ability to accelerate their thoughts, or run multiple trains of thought at the same time in the same head, or just make duplicates of themselves. And now that really isn't an option. Sure, you can do it a little bit, but only for combat purposes. No cheating when it comes to research, planning, or plotting. Or eliminating the need for proper safety procedures when testing.

This also means you cannot share perks, powers, or items that enhance intelligence or allow accelerated thought, multiple trains of thought, or cloning.

Reaper Job Interview (+300 CP)

The reapers will notice you soon, find you interesting, and try to turn you to their side. This starts with them attacking your location so they can talk to you via ASSUMING DIRECT CONTROL, and then will escalate beyond that to kidnapping, impaling you on dragon's teeth (though they won't try to Husk you since that destroys your brain) and other methods that have rapidly indoctrinated even the most steely-nerved in past cycles.

Metaknowledge Limiter (+400 CP)

Mass Effect? You mean the principles by which eezo, dark matter, mass, and gravity interact? What's this about a Mass Effect 2 and Mass Effect 3? That doesn't make any sense.

Anyway, you have no metaknowledge. You've forgotten about the Mass Effect Franchise, as well as Shepard Quest and any other fanworks you might know about. You've also forgotten about any experiences on the Jumpchain with Mass Effect. This also suppresses any notes or hints you might try to leave for yourself.

Conclusion

All Drawbacks are off. All party members select one of the following options:

New Research Project

Proceed onward, and select another Jumpdoc to use

Archive Analysis

Return to a previous world, and end your chain

Experiment Replication

Stay here in this world, and end your chain

Notes

With thanks to larslolxz & ir_fane for suggestions and comments

The list of science fields:

- Starships
- Military Design
- Hardware
- Engineering
- Chemistry
- Energy
- Physics
- Programming
- Mass Effect
- Robotics
- Exotics
- Nanotechnology
- Biology (X)
- Xenobiology
- Psychology
- Astronomy

"Mass Effect" as a field, when updated, covers things like FTL, gravity & mass manipulation, and the logic and laws of magic in future settings. Some other parts of it may be covered by Exotics, Energy, or Physics.

Biology (X) refers to the biology of a given species and its ecosystem/planet. You can take this multiple times at B rank for different species. In future settings, each purchase of Biology (X) may be assigned to a new species in the setting. These species must be at least somewhat understood by the scientific community at large, or available to take as a species option. (No doing "Biology (Leviathan)" or "Biology (Prothean)" here as an example.)

Xenobiology refers to a more broad-spectrum set of knowledge that should have something relevant for any organism you run across, with occasional dips into particularly unique organisms.

Yes, Cuttlefish Hacker Tactics' effects apply to physical combat/infiltration.

Changelog

Vv1.0b
-fixed Build Up From Scratch
-added some missing Conclusion boilerplate
-phrase change in True Adept
v1.0a
-Finished Peak <Species>